

# Sonic

the comic



TOUR  
DATE



starring  
**SONIC**  
THE HEDGEHOG™

JET PACK ATTACK!  
**SPARKSTER!**



SONIC'S  
GREAT  
ESCAPE!

KNUCKLES -  
TOTAL CHAOTIX!

KID CHAMELEON -  
CHANGING FACES!



MORE  
MICKEY MANIA!



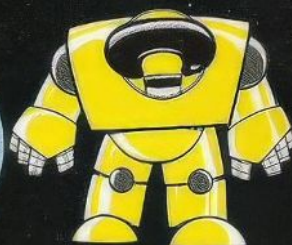
HUMES  
HOT ART!





# CONTROL

# Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

The humes-who-think-they're-in-charge keep telling me that all work and no play makes me a dull droid (that must make them very interesting!). For once, I've taken their advice and have decided to sample the delights of another planet for a wee change. Before I depart let me tell you what's in store this issue ...

There's hot action with **Sonic** and the gang in the first part of a great new story, **The Great Escape!** The Kid's still proving to be a real two-faced Chameleon in **Back to Reality!** **Knuckles** has his work cut out with those menacing Metallixes in **Total Chaotix**, meanwhile the Possum Power continues in **Sparskster**, **Last of the Rocket Knights!** Also, check out the Summery **Graphic Zone** and you'll find out I'm not the only one around here who's getting in the holiday spirit!

Now for some good news, and some not-so-good news! Unfortunately, from issue 58, **STC** will cost an extra 5p (boo-hiss!). It's not even due to an oil demand for us droid! Ooh no; it's down to dull hume-type things like rising paper costs, but the good news is that **STC 58** will be the start of a new-look comic. Yes, the U.K.'s Official Sega Comic will be given a face lift, proving that even the best can be improved! More will be revealed but, meanwhile, I'm off to the local garage to have my rust spots buffed (I told you that even the best can be improved!).

Megadroid

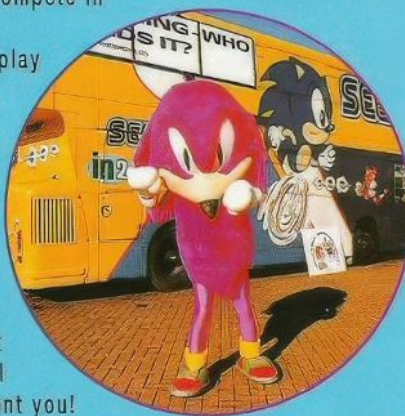
## GET BUS-Y!



Time to hit the road again as the Sega 'In 2 Action Tour' gathers momentum with the steaming hot 1995 Summer Roadshow!

The fun-packed Sega Buses will be visiting holiday centres, theme parks, plus oodles of other venues around the country and the good news is ... it's FREE!

So brush up on your gameplay now and prepare to compete in the 'Sega Challenge', play the 32X games and try out all the latest Sega consoles. Just a taste of things on board! Don't forget to tell them **STC** sent you!



For Boomers wishing to find out if the Sega Bus is visiting your area, contact the number below:-

**Sega Bus Hotline: 0891 555575**

Make sure you have the permission of the person who pays the bill before you call. Calls are charged at 36p per minute cheap-rate and 48p per minute at all other times. OBH and Sega cannot be held responsible for last-minute changes to the schedule.

## The Sega Charts

All the chart action for all the Sega systems  
- in every issue of **STC**.

up down non mover  
re-entry new entry

CHARTS  
COMPILED  
BY  
GALLUP

### MEGA DRIVE

- 1 — WINTER OLYMPICS
- 2 — ROAD RASH 3
- 3 — FIFA SOCCER '95
- 4 — BALLZ
- 5 — TOEJAM AND EARL 2
- 6 — ETERNAL CHAMPIONS
- 7 — PGA EUROPEAN TOUR GOLF
- 8 — MICRO MACHINES 2
- 9 — JIMMY WHITE'S WHIRLWIND SNOOKER
- 10 — THE LION KING

### MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 — PITFALL
- 3 — WORLD CUP USA '94
- 4 — MICKEY MANIA
- 5 — FIFA INTERNATIONAL SOCCER
- 6 — BRUTAL: PAWS OF FURY
- 7 — SNATCHER
- 8 — REBEL ASSAULT
- 9 — NOVA STORM
- 10 — SONIC CD

### MASTER SYSTEM

- 1 — BRAM STOKER'S DRACULA
- 2 — ROAD RASH
- 3 — COOL SPOT
- 4 — SONIC THE HEDGEHOG 2
- 5 — ROBOCOP V TERMINATOR
- 6 — WINTER OLYMPICS
- 7 — DESERT SPEED TRAP
- 8 — STAR WARS
- 9 — RAMPART
- 10 — SENSIBLE SOCCER

### GAME GEAR

- 1 — DESERT SPEED TRAP
- 2 — JAMES POND 2 - ROBOCOD
- 3 — SONIC THE HEDGEHOG 2
- 4 — WINTER OLYMPICS
- 5 — MICKEY MOUSE 2
- 6 — PGA TOUR GOLF 2
- 7 — STRIDER 2
- 8 — THE INCREDIBLE HULK
- 9 — BATMAN RETURNS
- 10 — F15 STRIKE EAGLE 2

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- **Publisher:** Rob McMenamy

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PLANET MOBIUS.

METROPOLIS ZONE CITY  
HAS A NEW LANDMARK -  
CITADEL ROBOTNIK!

THE TYRANT'S LEERING FACE LOOKS DOWN  
ON THE CITY, A CONSTANT REMINDER OF HIS  
DOMINATION OVER ALL OF PLANET MOBIUS.

WHAT IS IT,  
RECEPTIONIK?

GENERALS  
RUST AND BUCKET  
ARE HERE TO SEE  
YOU, SIR.

FINALLY!  
SEND THEM IN AT  
ONCE!

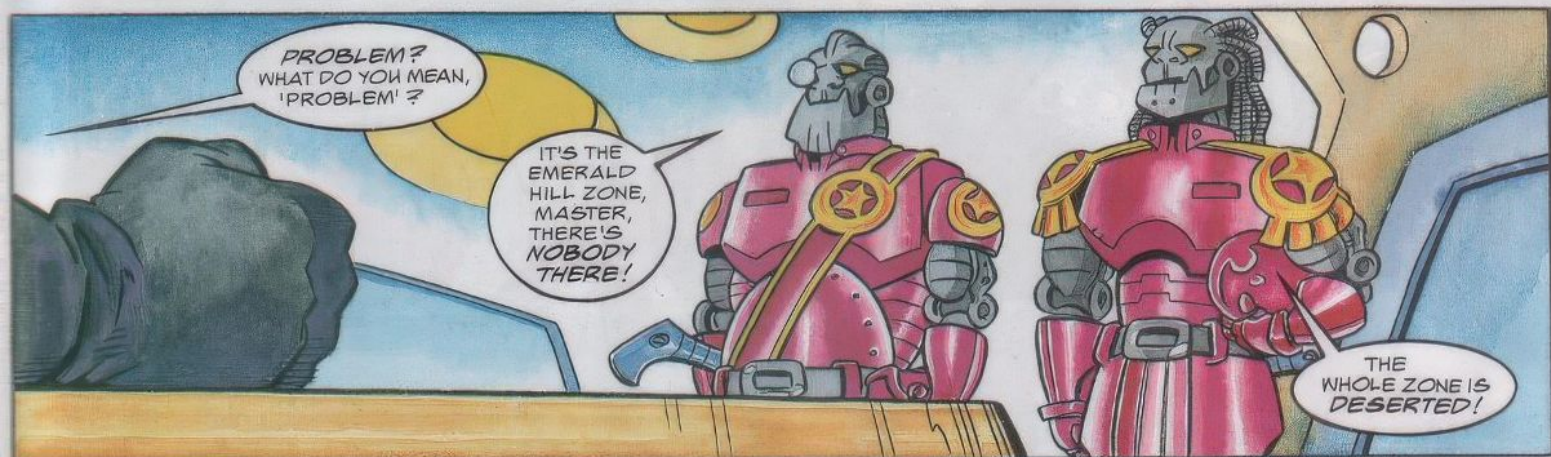
**SONIC**

THE HEDGEHOG

**NEW  
STORY**

**The Great Escape!** PART 1







AT THAT MOMENT, ON THE OUTSKIRTS  
OF THE METROPOLIS ZONE.

I HAVE  
NO RECORD OF  
YOUR PERMISSION  
TO ENTER THIS ZONE,  
CITIZEN.

I WOULDN'T  
TRY TO STOP US IF  
I WERE YOU, BADNIK.  
WE'RE BOOKED TO  
PERFORM FOR  
DOCTOR  
ROBOTNIK  
HIMSELF!

WAIT  
THERE,  
I'LL DOUBLE  
CHECK!

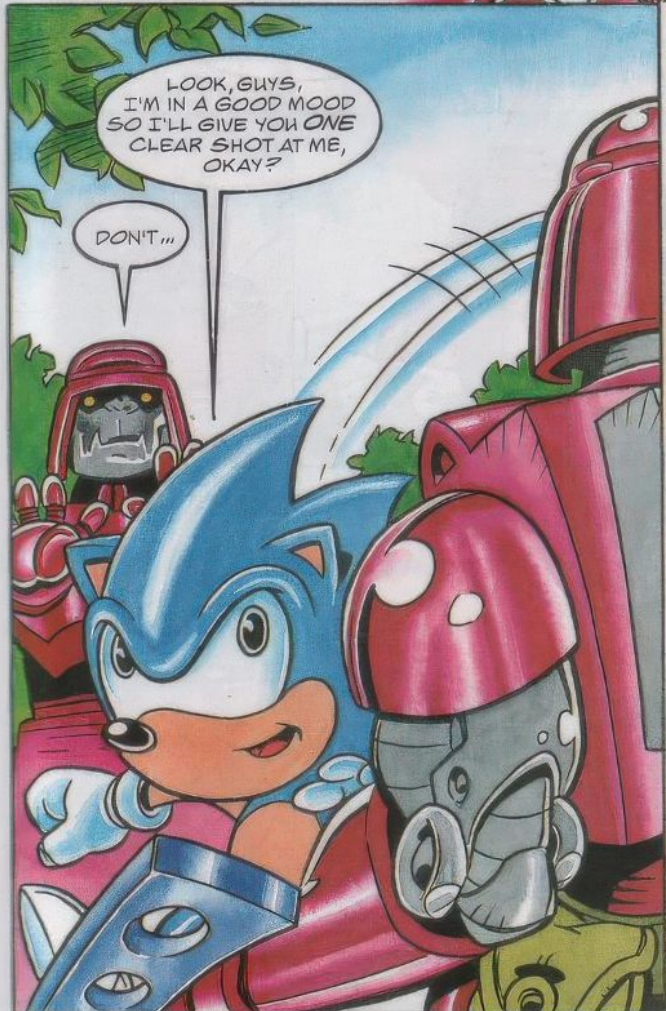
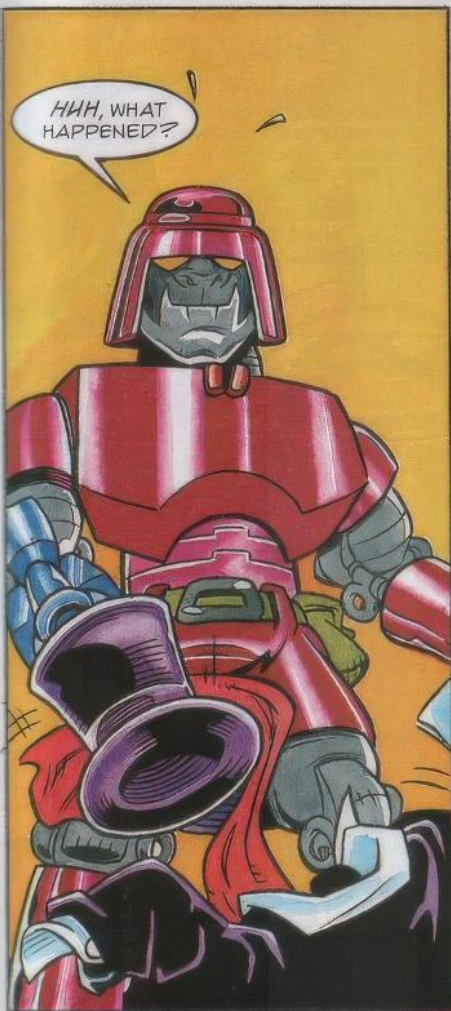
YOU CAN'T,  
THIS VISIT IS A  
SECRET... YOU SAW  
OUR PASS!

HEY, JUST A  
SECOND, I'VE SOMETHING  
TO SHOW YOU ...

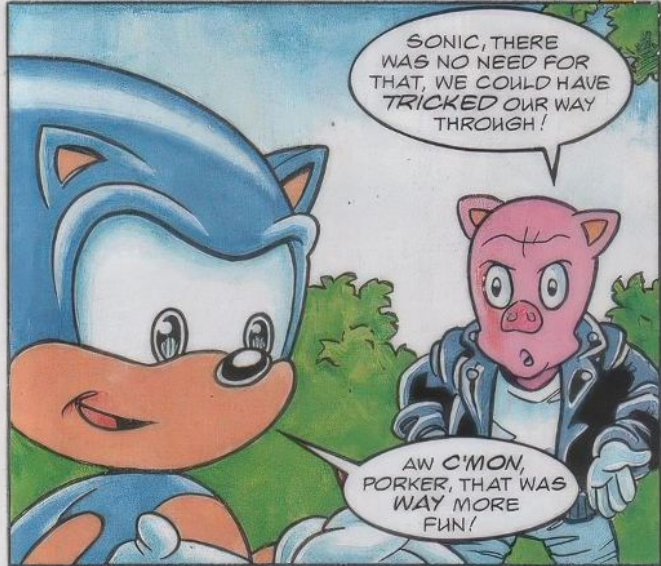
THAT'S  
CLOSE ENOUGH,  
CITIZEN!

WELL,  
WHAT IS IT?









SONIC, THERE WAS NO NEED FOR THAT, WE COULD HAVE TRICKED OUR WAY THROUGH!

AW C'MON, PORKER, THAT WAS WAY MORE FUN!



OVER HERE, SONIC, COME AND SEE!



THAT MUST BE THE BADNIK PROCESSING PLANT ALL RIGHT!

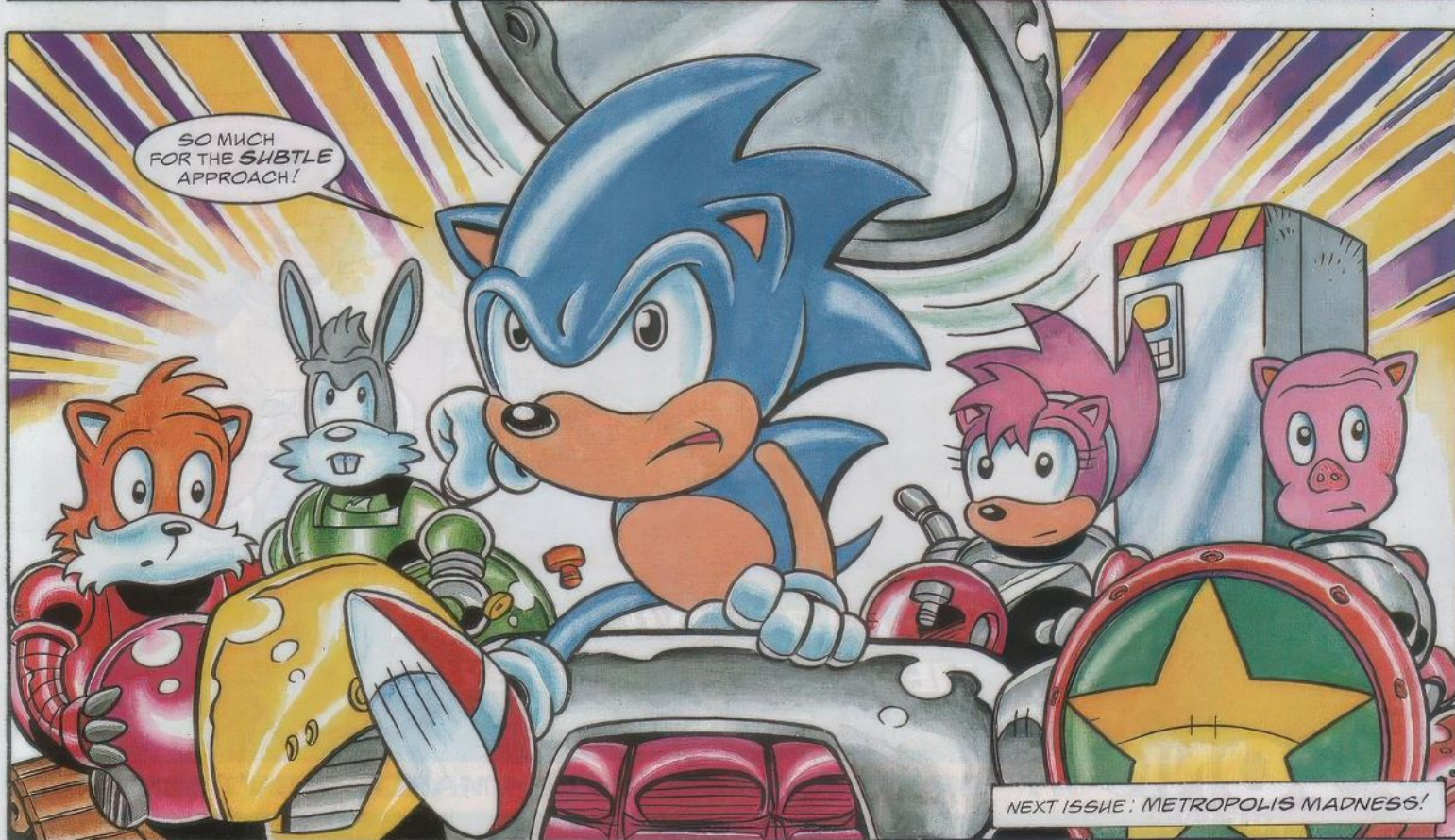
WOW ... ER ... TOTALLY RADIAL!

TAILS, LEAVE THE COOL TALK TO ME!









NEXT ISSUE: METROPOLIS MADNESS!



# Graphic Zone

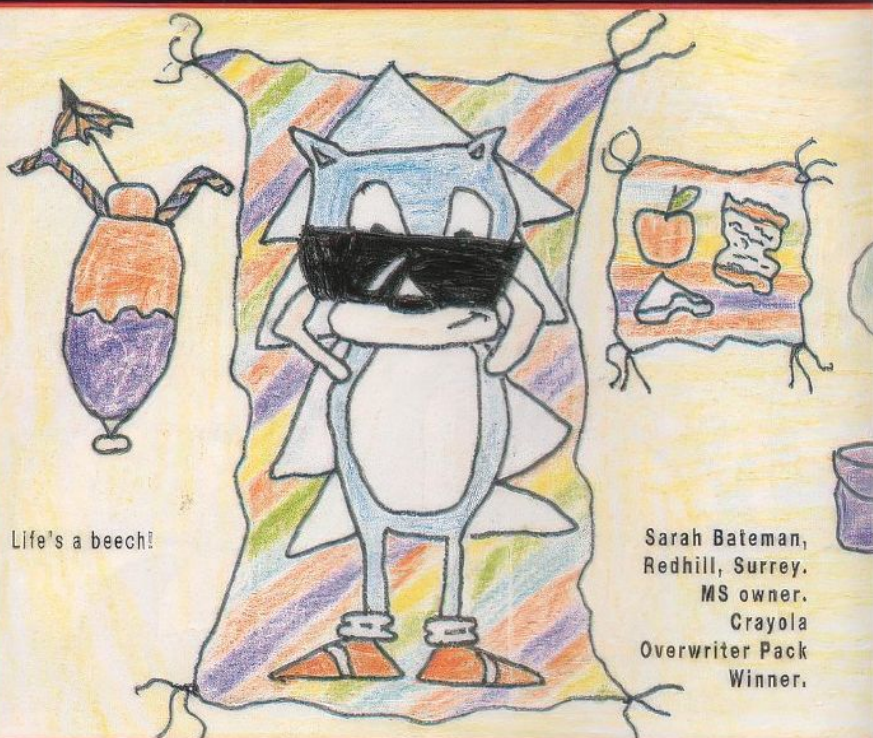
Boomers seem to have sun, sea, sand and, of course, Sonic on their minds! The following STC sun-seekers will each receive a pack of colourful Crayola Overwriter Pens. Congratulations!



I've got a luvverly bunch of coconut!



James Annandale,  
S Giamorgan,  
Wales. MD owner.  
Crayola Overwriter  
Pack Winner.



Life's a beech!

Sarah Bateman,  
Redhill, Surrey.  
MS owner.  
Crayola  
Overwriter Pack  
Winner.

GUESS WHO FORGOT THE SUN-TAN LOTION?



Kristopher Blyth,  
Basingstoke,  
Hants. MD owner.  
Crayola Overwriter  
Pack Winner.



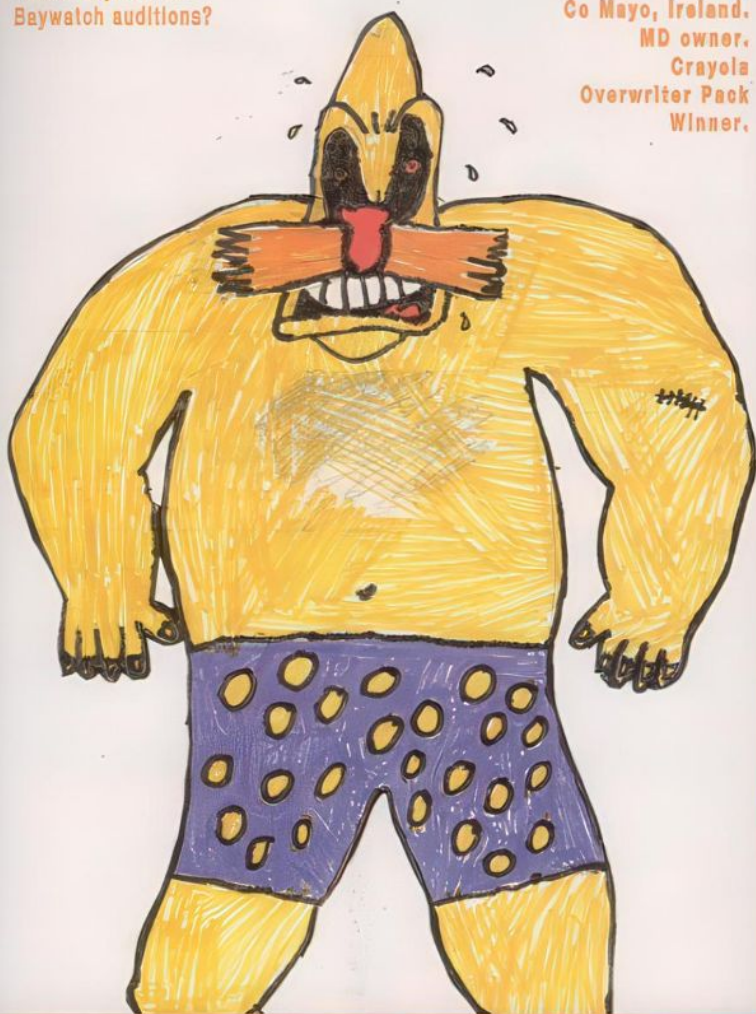
Amar Badohn,  
Devon.  
Crayola Overwriter  
Pack Winner.

Thirsty work!



Which way for the  
Baywatch auditions?

Donal Fenwick,  
Co Mayo, Ireland.  
MD owner.  
Crayola  
Overwriter Pack  
Winner.



David Findlay,  
Kirkintilloch, Scotland.  
MD owner.  
Crayola Overwriter Pack  
Winner.



Hope it's as good  
as the Sega bus!

Tails get in the shade!



Elizabeth Quinn,  
Derbyshire, S. Yorks.  
MD owner.  
Crayola Overwriter  
Pack Winner.

Here's a few tips to help  
you get your handy-work  
selected in Graphic Zone:-

- ' Use paint or felt tip pens on plain white paper if possible (try to avoid lined paper and pencils, as they don't show up as well when printed).
- ' Be original - come up with your own ideas.
- ' Put your name and address, preferably written in capital letters, on the back of the page.



I'M BACK IN THE VIRTUAL REALITY OF WILDSIDE, TRYING TO RESCUE MY SCHOOLMATE, BRAD. SO FAR, SO GOOD, BUT TO GET ANY FURTHER INTO THE GAME, I'VE GOT TO GET PAST THESE GUYS.

THAT WOULDN'T BE EASY AS A SCHOOLKID, BUT NOW I'M NOT JUST PLAIN CASEY, I'M KID CHAMELEON, HERO OF MANY GUISES.

AT THE MOMENT I'M POWERED-UP AS SKYCUTTER... AND I CAN GO ANYWHERE!

THREE-SIXTY LOOP THE LOOP!

DUH? TOO FAST!

# KID CHAMELEON

## BACK TO UNREALITY! PART 2





**BHWWAM!**

DO NOT PLACE  
NEAR NAKED FLAME -  
OR EXHAUST TRAILS  
FROM FLYING  
POWERBOARDS!





TIP ONE:  
PAINTING ON  
WALLS IS FOR  
DWEES!

KID THINKS  
HE'S SMART.



SURE I'M  
SMART, I'M...  
WA-HEY!



GOT TO FORGET THE  
SNAPPY PATER AND  
CONCENTRATE ON THE  
BATTLE. KEEP  
REMEMBERING THIS  
ISN'T JUST A GAME.

NOW WE  
GOT HIM.

CRIPPS  
BOY  
KKRUNK!  
PINO-K



NOT GOING TO BE EASY.  
WHAT USE IS A BOARDER  
WITHOUT HIS BOARD?



WELL,  
WHADDAYA  
KNOW!



RRUUMBLE!  
CRASSH!



GOOD TO SEE THE TELEPAD'S  
NOT TAKEN ANY HITS. IT'S MY  
TICKET OUT OF THE SUBWAY.

HEY, WHAT'S  
THIS?



HELP!  
BEWARE  
THE DANGERS  
OF ISLECATRAZ

ISLECATRAZ?

THERE YOU WILL FIND  
THE ONE THING YOU  
SEEK MORE THAN MOST.

VWORP!

VWORP!

HEY, WHAT DO  
YOU MEAN, VOICE?  
DO YOU MEAN BRAD?

THERE'S ANY NUMBER OF  
DIFFERENT ZONES IN  
WILDSIDE. THIS ONE'S  
NEW TO ME - SEEMS  
PEACEFUL ENOUGH.

MIDNIGHT  
GRAVEYARD?





WHA-? HANDS? THIS PLACE  
IS GETTING TOO SPOOKY!

GOTTA REMEMBER:  
WILDSIDE'S NEVER  
WHAT IT SEEMS.

SOMETHING TELLS ME  
SKYCUTTER'S NO USE HERE.

TIME TO LIFT THE  
MASK AND SAY...

CHAMELEON!

NOW I DON'T  
NEED TO RUN  
AT ALL.

ENTER  
**JUGGERNAUT!**

NEXT ISSUE: THESE WHEELS WERE MADE FOR CRUSHING.



IN THE WEIRD DIMENSION  
KNOWN AS THE SPECIAL  
ZONE THINGS ARE  
STARTING TO HOT UP.

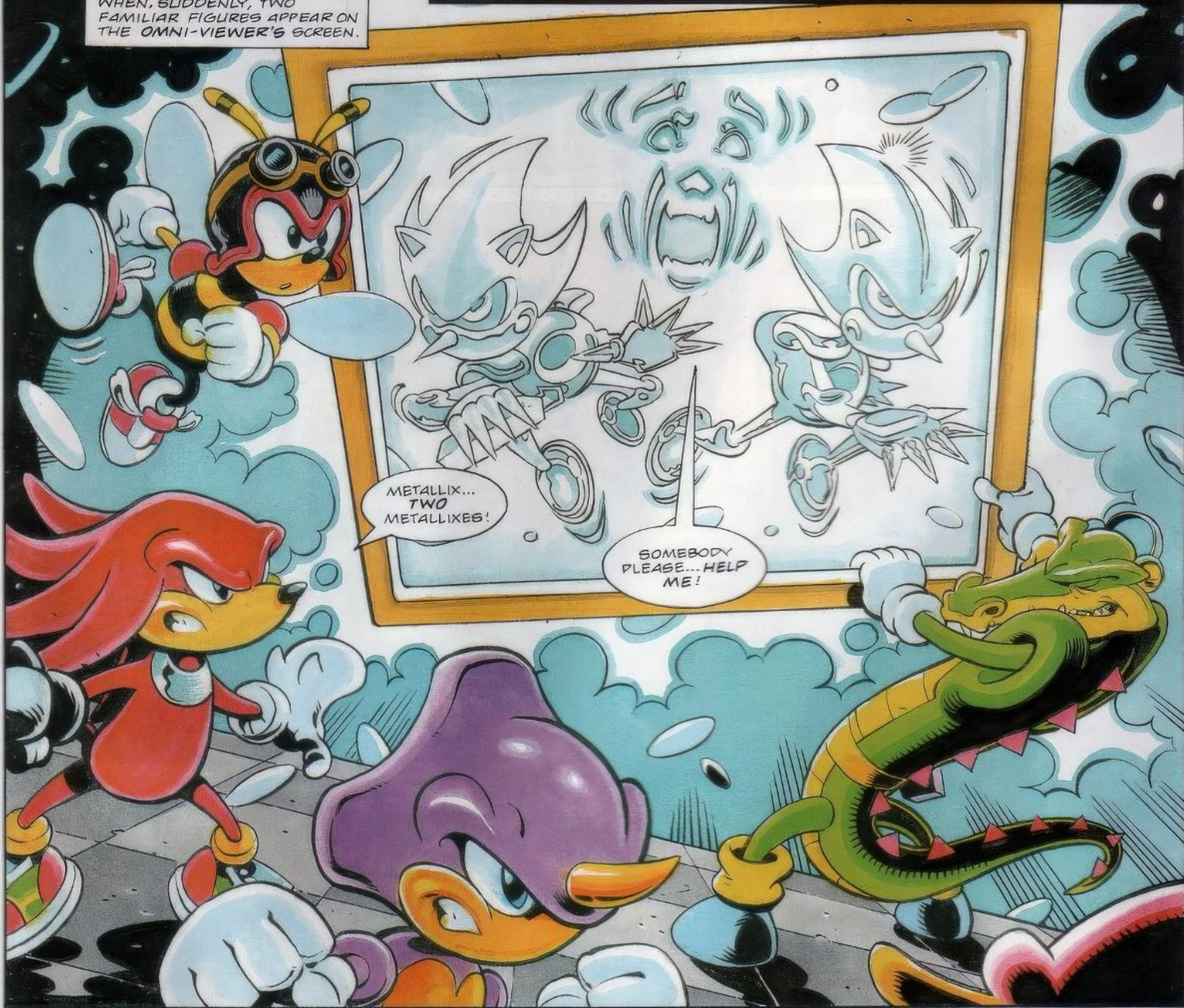
THE TEAM KNOWN AS CHAOTIX  
HAD JUST ACCEPTED THAT  
KNUCKLES WAS ON THEIR SIDE  
WHEN, SUDDENLY, TWO  
FAMILIAR FIGURES APPEAR ON  
THE OMNI-VIEWER'S SCREEN.



# KNUCKLES

## TOTAL CHAOTIX *Part 3*

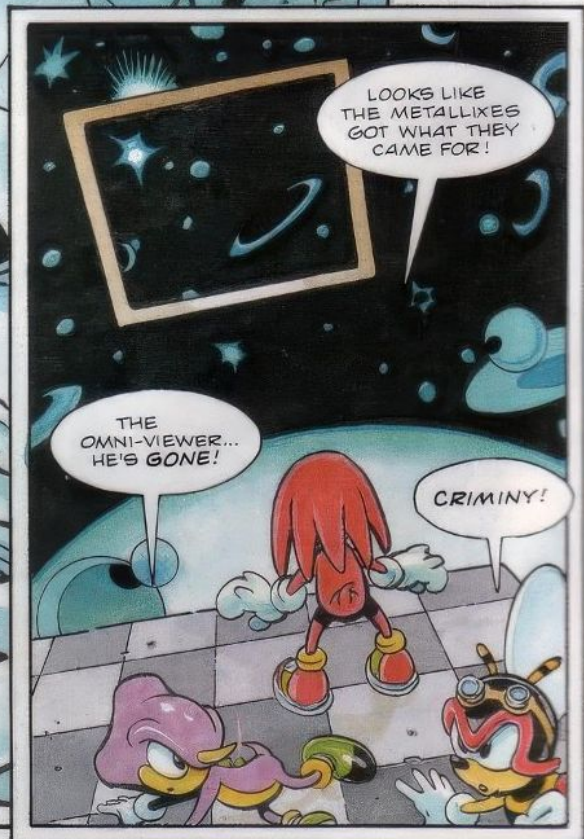
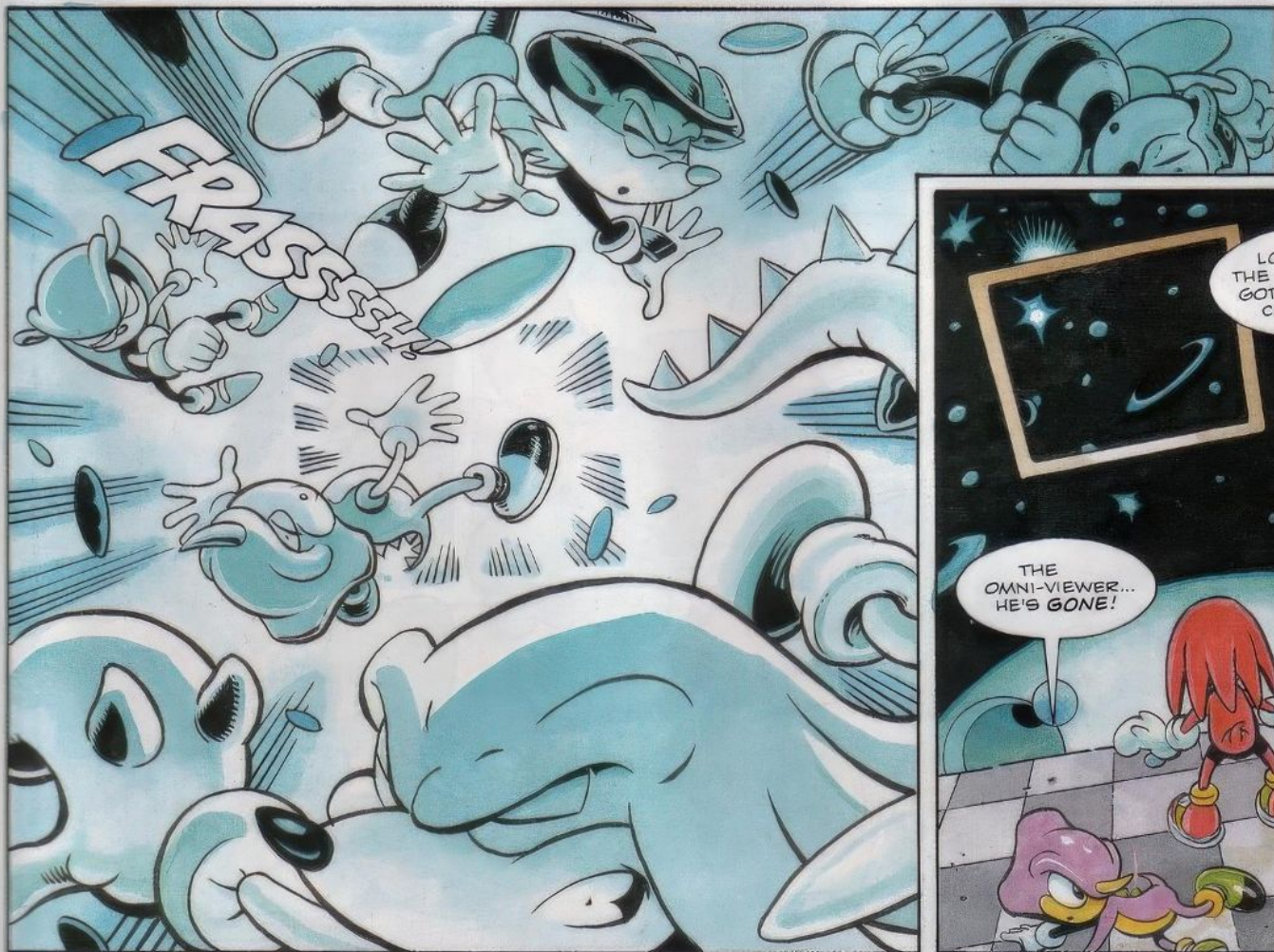
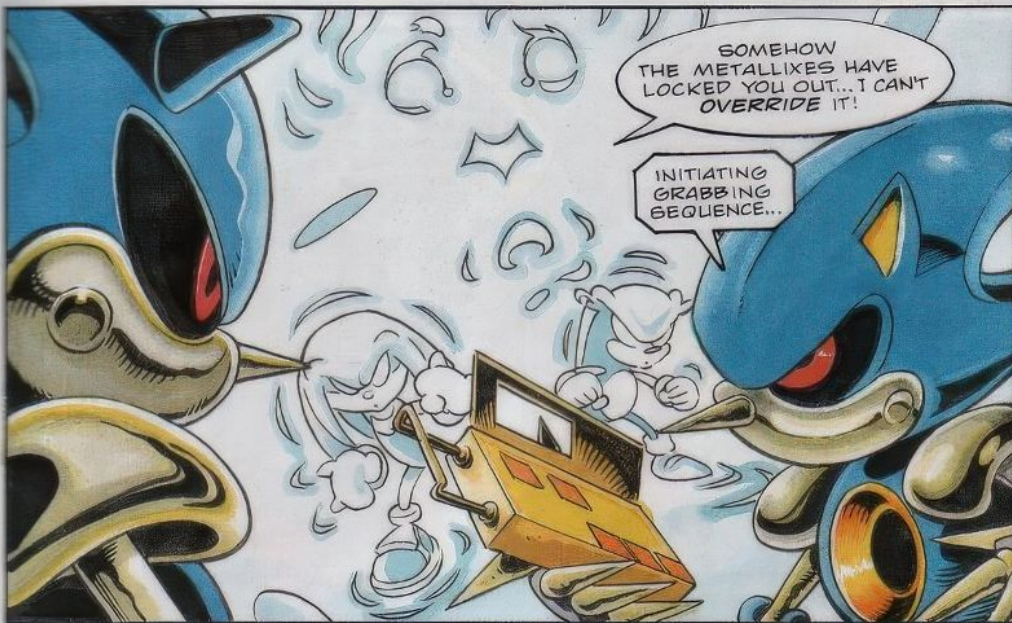
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL



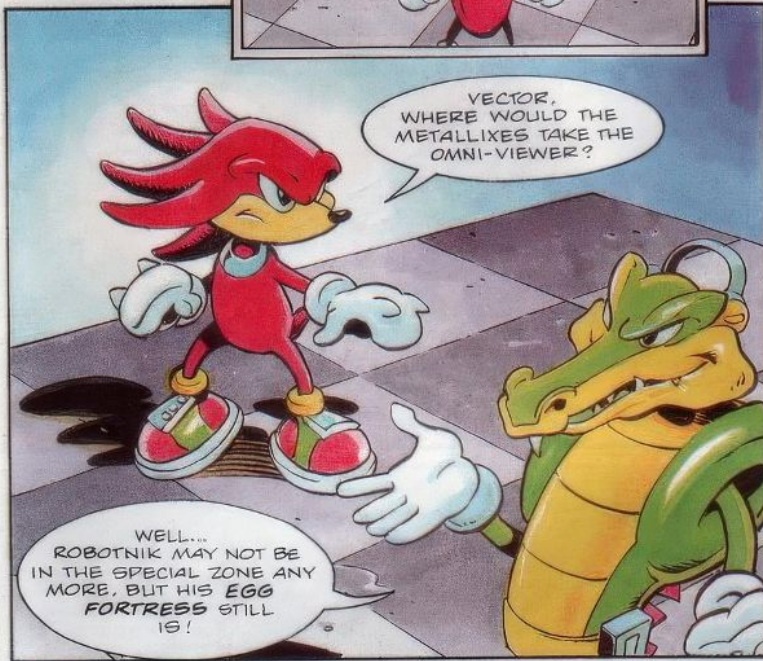
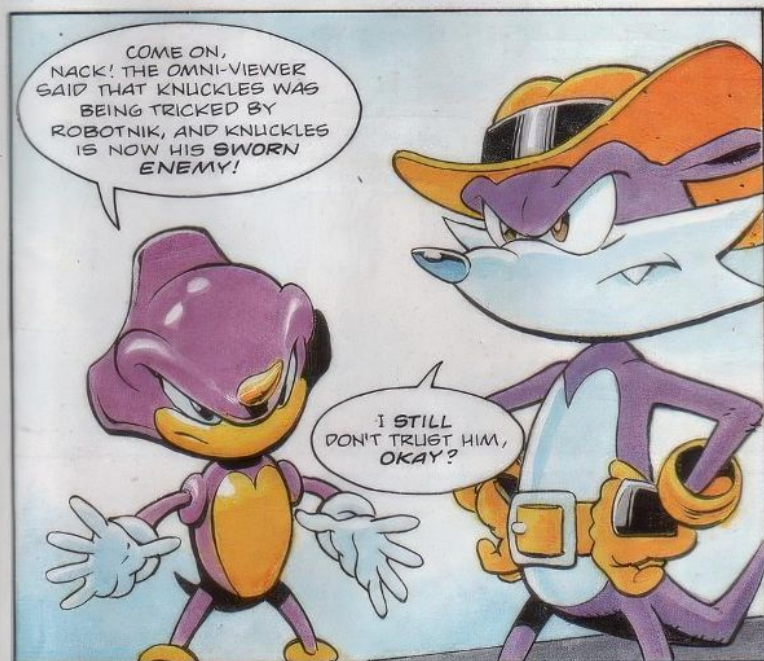
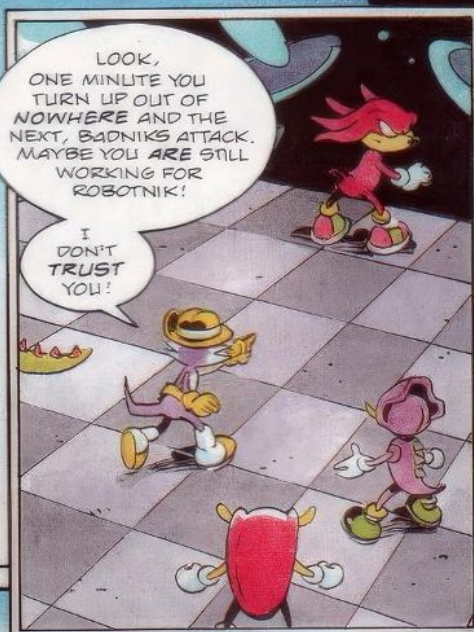
BELIEVE  
ME, I'M TRYING!  
BUT I CAN'T GET  
THROUGH!



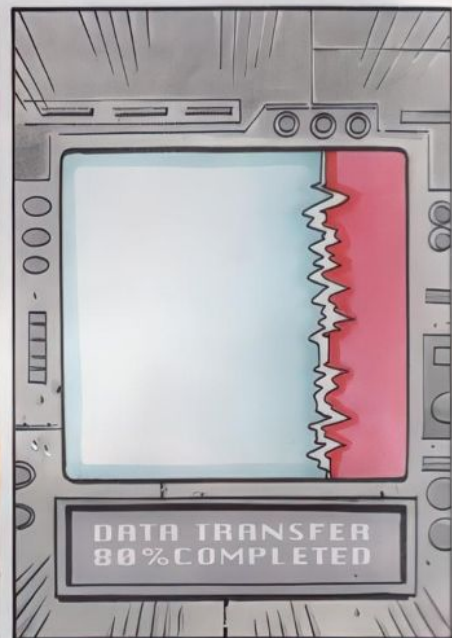
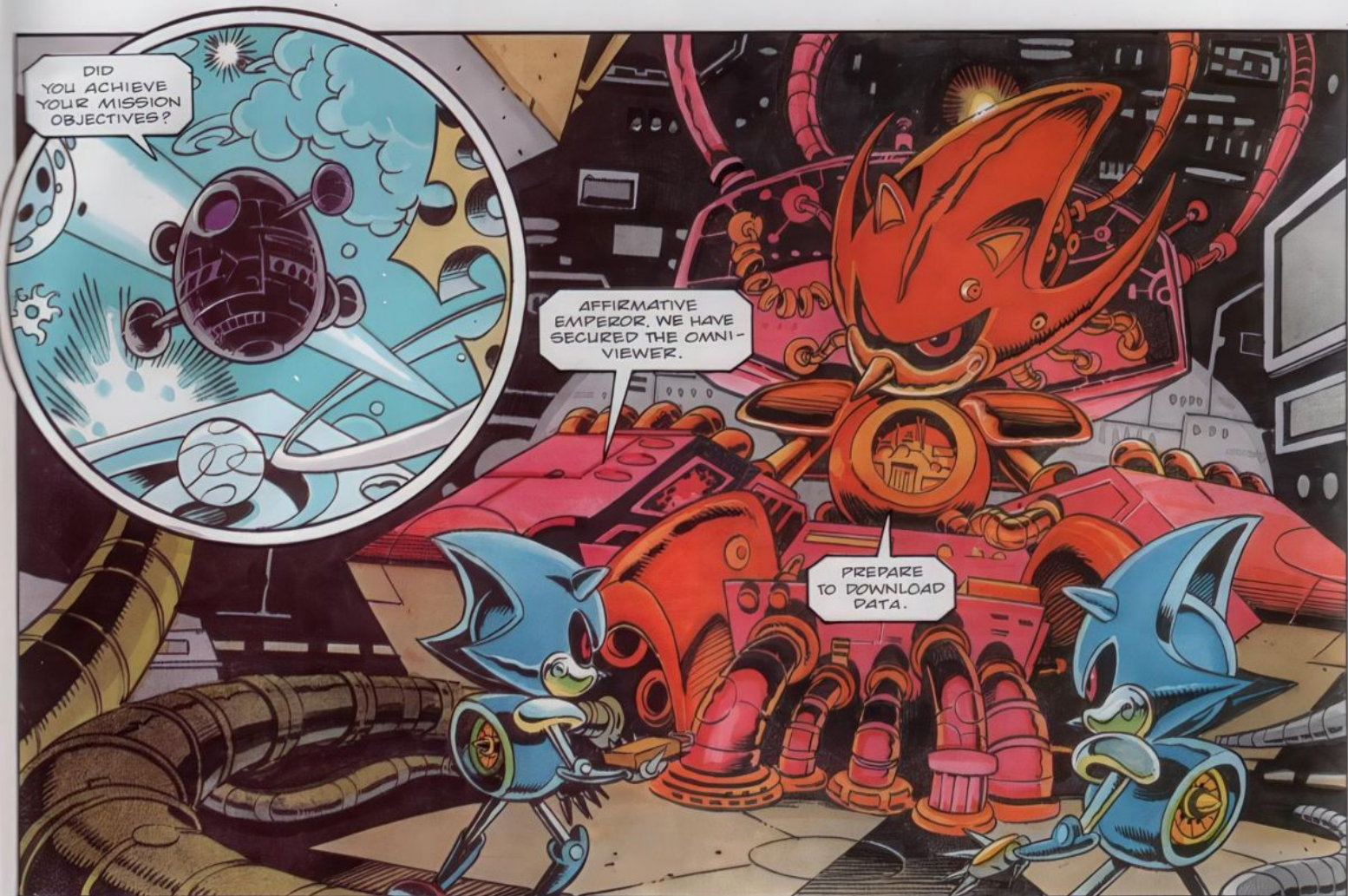














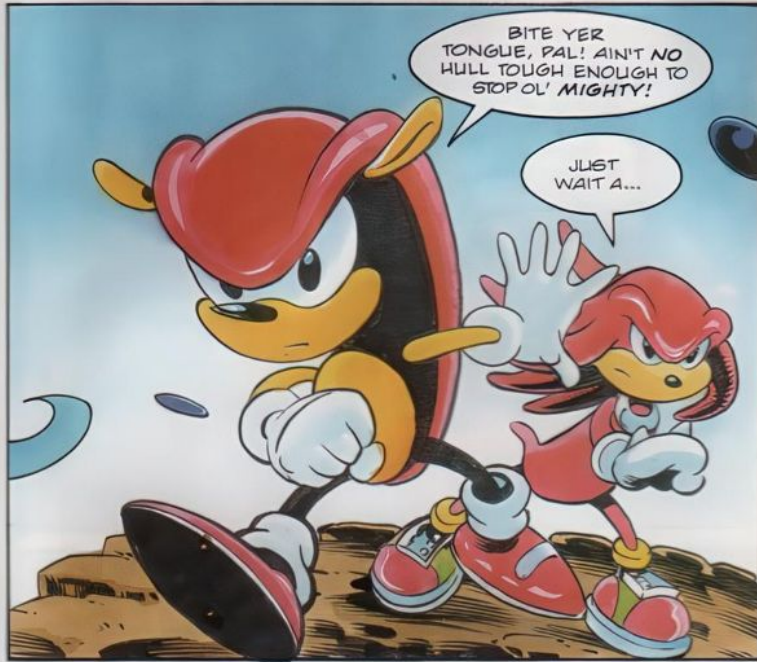
AT THAT VERY MOMENT  
OUTSIDE THE EGG FORTRESS...

THIS HULL  
ISN'T GOING TO  
BE EASY TO GET  
THROUGH!



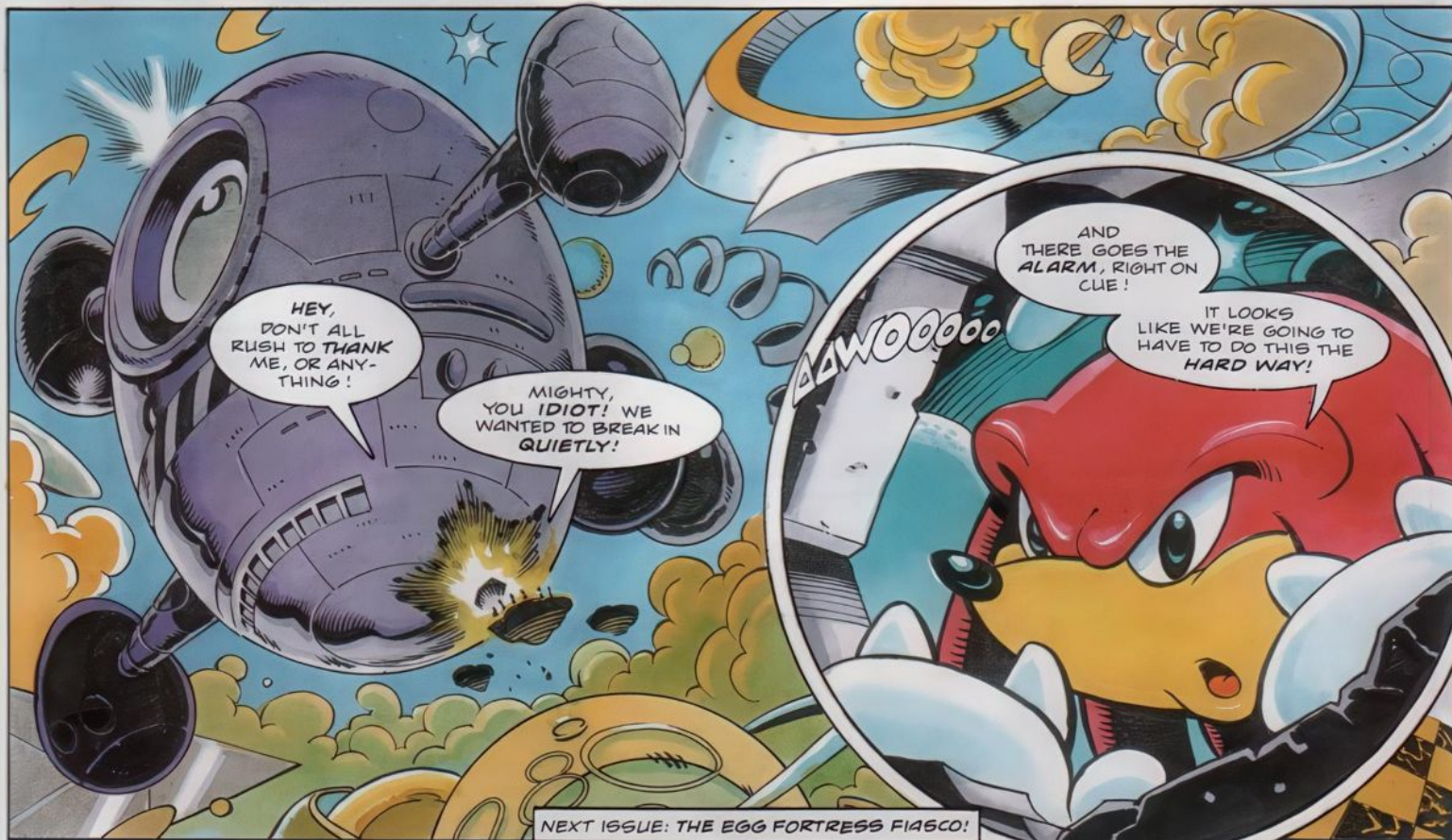
BITE YER  
TONGUE, PAL! AIN'T NO  
HULL TOUGH ENOUGH TO  
STOP OL' MIGHTY!

JUST  
WAIT A...



WAITING'S  
FOR WIMPS!

WAAAG!



HEY,  
DON'T ALL  
RUSH TO THANK  
ME, OR ANY-  
THING!

MIGHTY,  
YOU IDIOT! WE  
WANTED TO BREAK IN  
QUIETLY!

AND  
THERE GOES THE  
ALARM, RIGHT ON  
CUE!

IT LOOKS  
LIKE WE'RE GOING TO  
HAVE TO DO THIS THE  
HARD WAY!

NEXT ISSUE: THE EGG FORTRESS FIASCO!



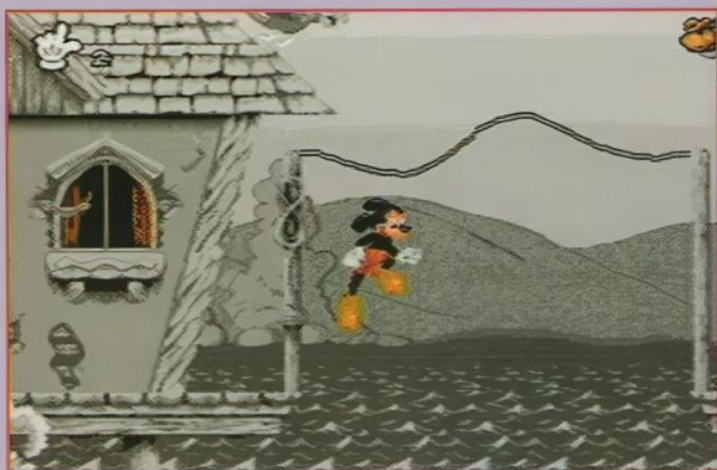
# Q Zone

Q is for Question.  
Q is for Query.  
Q is for Quandary.  
Enter the Q Zone  
for hints, tips, and  
help with your  
favourite Sega  
games.

STC brings you part  
two, the  
conclusion, to  
the terrific  
platform game,  
**Mickey Mania**,  
courtesy of  
regular game guru  
David Gibbon.

## MICKEY MANIA SPECIAL *The Conclusion*

MEGA DRIVE



### LEVEL FOUR - THE LONESOME GHOSTS

This level takes place in an old house and consists of three rounds. Watch out for the frequent appearance of spine-chillingly spooky ghosts - brrrr!

**ROUND ONE:** Head right, and jump the first gap. Fall down, catch the marbles and stars, and you'll land on a raft with Pluto. This will take you to the exit.

**ROUND TWO:** Head right using the stairs and see-saws



until you reach the top. Once there, head right, jump up onto the moving lids and head left to end.

**ROUND THREE:** As the room fills up with water, jump onto the first barrel. Go left, up the stairs, right, and continue up to the end.

#### HAZARDS

**GHOSTS (Round Two):** You can't kill the ghosts, so always wait until they disappear before trying to get past.

**STAIRS (Round Two):** As soon as a ghost disappears, go up the stairs whereupon it turns into a slide and you'll fall to the ground. Now, jump up the slide and you'll finally reach the top.

**GHOSTS (Round Three):** This time the ghosts creep up on you and fire at you with a weapon! As soon as you see one fire, jump in the air to avoid it. If two ghosts approach, run and jump over one.

#### HINTS

**BARRELS (Round Three):** While on the first barrel, head left. When you come to a ghost in a boat, stay still. As he jets off, either continue left or jump onto another barrel if there is one. On reaching the end, stay on the barrel until the water is completely gone.

**TABLE (Round Three):** As you're heading right, you'll see a table. Push this to the next staircase to enable you to climb up.

### LEVEL FIVE - MICKEY AND THE BEANSTALK

As you might have guessed, this level is based on the famous fairy tale, Jack & The Beanstalk. With four rounds to conquer, you're going to need more than magic beans to get through this!

**ROUND ONE:** Quite tricky, this one. Just head right, but follow the Hazards and Hints.

**ROUND TWO:** Head down, and right to the end. Touch a



button on the floor then head left and fall down a hole to meet the Giant Spider!

**ROUND THREE:** Head right, and stand on each brown patch to raise a small Beanstalk. Use this to climb higher then head right to reach the giant Beanstalk.

**ROUND FOUR:** Just head right but at one point you'll need to push some Jelly to the right in order to reach a higher platform.



#### HAZARDS

**BEETLES:** Get past these critters by bouncing off their backs. If they start to fly throw a marble straight at them!  
**GIANT SPIDER (Round Two):** Go left and touch a button, then quickly run to the right - the Spider will begin to chase after you! As you approach a Ladybird jump on its back and it'll take you to the end.

**GIANT BEANSTALK (Round Three):** Jump on the middle, then move towards the left edge. Repeat to reach the top. Kill the insects by jumping on their back's. Sounds easy, but it ain't!

#### HINTS

**APPLE AND FLOWERPOT (Round One):** Push the Apple right to allow you to reach a higher platform. Now push the Flowerpot right so that it sits under the water. After the flower has grown, push it left and use it to climb higher.

**LEAF BOATS (Round One):** As you sail across the water on the leaf, always stand on the left edge. This allows you to run and leap to the next one. The Dragonflies will constantly attack but the marbles will only stun, so duck to avoid them.

### LEVEL SIX - THE PRINCE AND THE PAUPER

If you've got this far you must be one tip-top gamer. This is one of the best and hardest level's in the game. There are six rounds in all, so get ready to do battle!

**ROUND ONE:** Go right, and push the wooden chest back to the start. Climb onto the ledge, hop onto the swinging lights and continue the obvious route.

**ROUND TWO:** Using the milk jug, climb up the platforms and move a large switch. Jump down and head right to end.

**ROUND THREE:** Head right, then take the obvious route to end.

**ROUND FOUR:** Another 3D tower! This time you're going up.

**ROUND FIVE:** Climb up the ledges as fast as possible. Shoot any baddies before you jump to the next platform. Once at the top, head right.

**ROUND SIX:** The Final Boss! Move the cart filled with spikes so that he lands on it each time he jumps. Next, while dodging the falling spikes, wait until he throws a dagger into the wall. Jump onto this, and jump up to hit the switch so the large ball moves and hits him. Repeat to win.

#### HAZARDS

**MESH FRAMES (Round Three):** Stand on the white platform but jump as you come to any small rotating spikes. Jump right onto the next approaching platform.

**CLOSING WALL (Round Three):** Don't hang around, head down as fast as possible!

#### HINTS

**SWINGING LIGHTS (Round One):** Push the D-Pad left then right to swing the Lights. When you've built up momentum, jump from one to another and onto the stairs.

**ROCK (Round Three):** Push the Rock onto a switch to create a temporary platform. Get on the moving platform but jump right onto another platform before you hit the spikes. Get back on the moving platform and go right.

**RUBBER DUCK (Round Three):** At the start of the level, jump up and down on the air pump. Now jump onto the Rubber Duck and head right.







# SPARKSTER™

LAST OF THE  
ROCKET KNIGHTS!  
Part 3

Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER

WHILST ATTEMPTING TO RESCUE PRINCESS SHELLY\* FROM CASTLE ZEBULAN, SPARKSTER MAKES A SHOCKING DISCOVERY...

THAT'S  
RIGHT SPARKSTER,  
KING GEDOL AND I ARE  
TO BE MARRIED...  
TODAY!

GEDOL  
YOU CAN'T DO  
THIS!

\*THE RIGHTFUL RULER OF THE KINGDOM OF  
ZEBULOS, IN CASE YOU FORGOT - MEGADROID.

HEH,  
WHY OF COURSE  
I CAN.

WITH OUR  
MARRIAGE THE GEDOL  
AND ZEBULAN EMPIRES WILL  
BE UNITED... FOREVER!  
UNDER MY RULE  
NATURALLY.

GUARDS!

YOU MONSTER!  
I'LL FIND SOME WAY OF  
BREAKING THE ENCHANTMENT  
YOU HAVE OVER PRINCESS  
SHELLY AND HER  
PEOPLE!

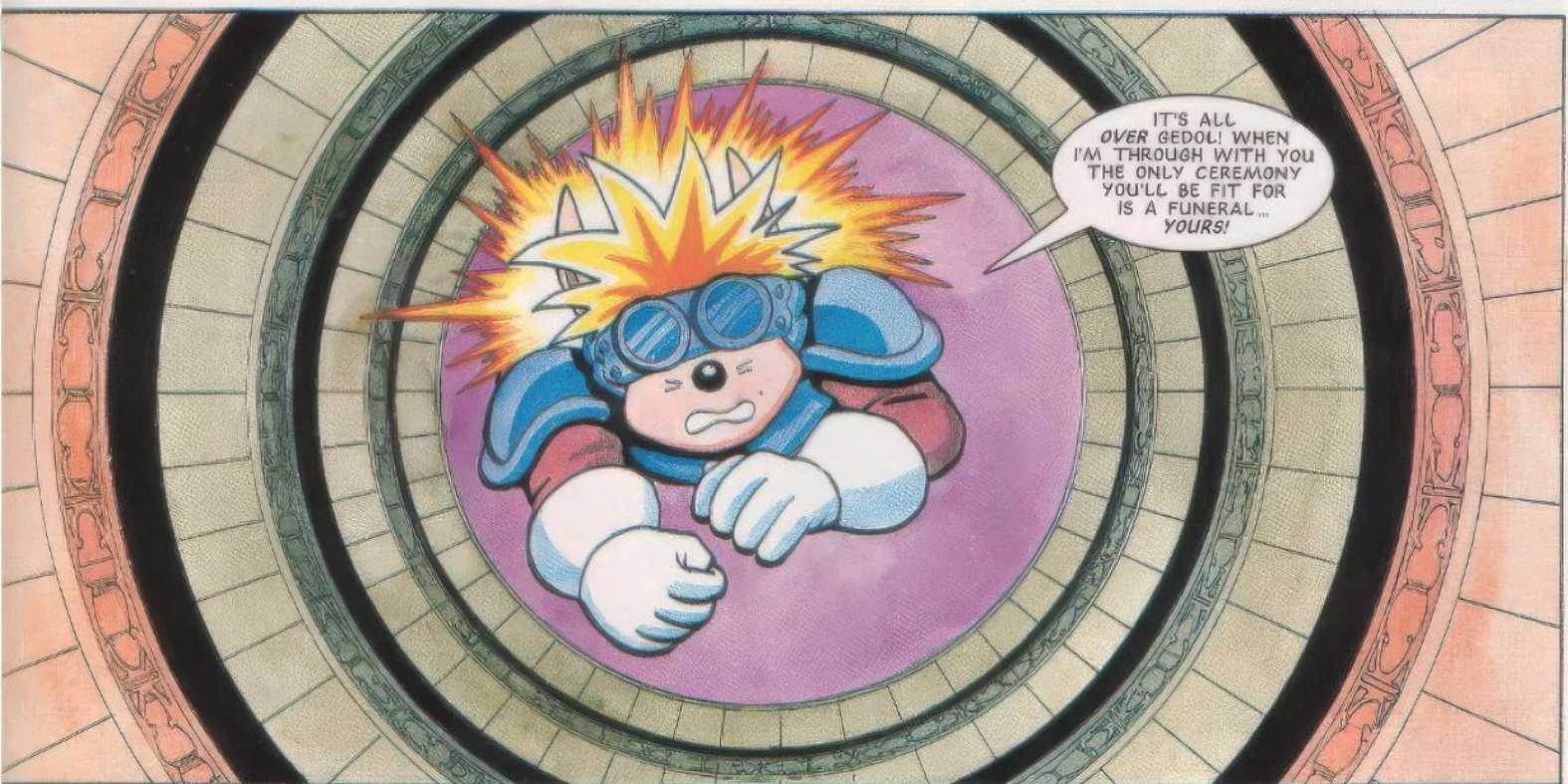
YOU'RE  
STARTING TO BORE ME  
SPARKSTER...

IN FACT  
THE ONLY THING  
THAT INTERESTS ME ABOUT  
YOU IS THE ARMOUR YOU WEAR...  
THE ENCHANTED ARMOUR OF  
THE ORIGINAL ROCKET  
KNIGHT!











MEANWHILE, IN PRINCESS SHELLY'S ROOM PREPARATIONS FOR THE WEDDING ARE WELL UNDER WAY.

YOU LOOK BEAUTIFUL... JUST LIKE A PRINCESS!

I AM A PRINCESS, YOU IDIOT!



SHELLY MY BELOVED, I'D LIKE YOU TO MEET STUBB, MY MOTHER!

IT'S A PLEASURE, MRS ER...



NOT MUCH MEAT ON THIS ONE SON, ALL SKIN 'N' BONE!

MOTHER! I'M NOT GOING TO EAT HER, I'M GOING TO MARRY HER!



MARRY HER? ARE YOU SURE? OH WELL, IF YOU DO CHANGE YOUR MIND I'VE THIS RECIPE FOR SOUP WHICH...

I MUST APOLOGISE FOR MOTHER... SHE DOESN'T GET OUT VERY OFTEN...



SIRE! I'M SORRY TO BOTHER YOU, BUT SPARKSTER HAS ESCAPED!

HMMM... THAT IS A NUISANCE. STILL, HE'S ONE AGAINST AN ENTIRE WORLD... WHAT CHANCE DOES HE HAVE?





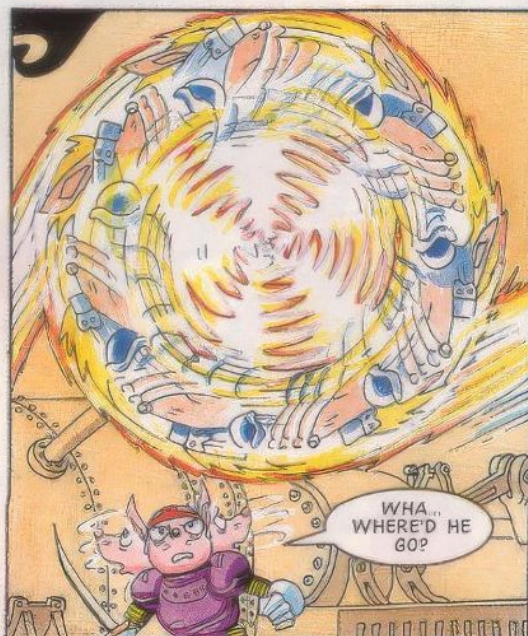
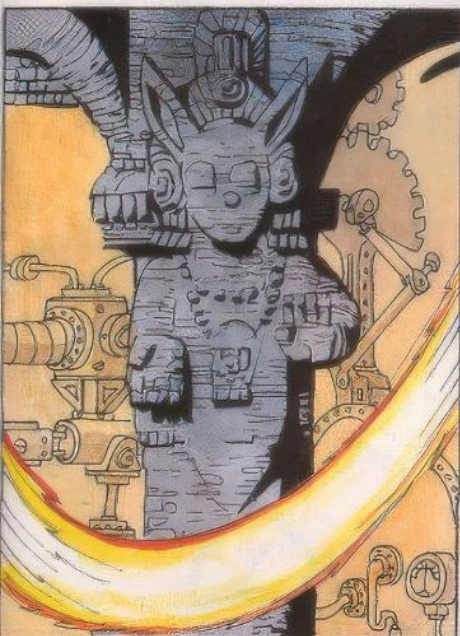
PALACE GUARDS!

IT'S SPARKSTER!  
DON'T LET HIM  
GET AWAY!



BELIEVE  
IT OR NOT WE  
ALL USED TO BE  
ON THE SAME  
SIDE.

ARGHH!



WHA...  
WHERE'D HE  
GO?



AND I  
KNOW THIS  
ISN'T YOUR FAULT,  
SO I'M TRYING TO  
GO EASY ON YOU,  
OKAY?



WH...  
WHY ARE WE  
ATTACKING  
SPARKSTER?

IT'S  
HAPPENING AGAIN!  
THE ENCHANTMENT  
OF MY ARMOUR IS  
BREAKING GEDOL'S  
SPELL!



THERE'S NO  
TIME TO EXPLAIN  
EVERYTHING NOW! BUT  
IF I'M GOING TO DEFEAT  
GEDOL, I NEED YOUR  
HELP!

NEXT ISSUE: THE SECRET OF GEDOL'S POWER!



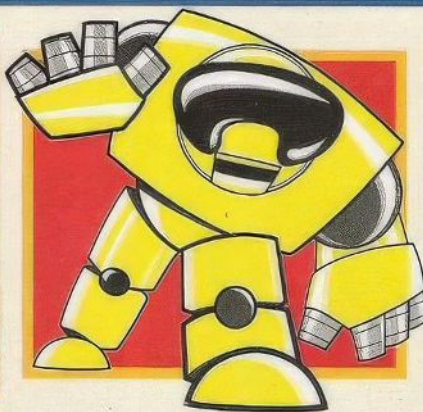
# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Adopt an Attitude!

Dear STC,

My parents would like to know if Sonic has a mum and dad because they'd like to adopt him.

**Aaron Downing, Barrow-in-Furness, Cumbria. MD owner.  
Sonic Stationery Winner.**

A fox in the hand!



↑ Gary Bailey, Stockport, Cheshire. MD owner.  
Sonic Stationery Winner.



Megadroid paints the town red (also, his nails, his lips ...).

↑ Kelly Mullins, Reading, Berks. MD owner.  
Sonic Stationery Winner.



And how would you all feel about eating chilli dogs and pizza every day, Aaron? Look out for Sonic's 'family tree' in a future Graphic Zone.

## One of the Boys!

Dear Megadroid,

My son Paul really admires Richard Elson's artwork and wrote to him asking for advice on drawing. Paul was delighted to receive a detailed letter and I'd just like to say how grateful we are for Mr Elson's kindness.

**Mrs & Mr Hunter, Whinmoor, Leeds.  
Sonic Stationery Winner.**



You mean Richard took time out in between his busy STC schedule? The humes-who-think-they're-in-charge should have something to say about that!

## Wanted!

Dear STC,

Tell Amy Rose not to worry if Sonic isn't interested in her because I'll gladly have her as my girlfriend. Also, please give her my love!

**Peter Bottomley, Newton Abbot, Devon. MD owner.**

**Sonic Stationery Winner.**



What do you take this for, Peter? Blind Date!

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for Helen Waller on 0171 344 6400.

## Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these Highgrove Stationery sets comprising of a Segasational Sonic Organiser and Tin (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The Highgrove Stationery set is just part of a range of megacious Sonic products available from most retail stationers. If you have problems finding a stockist in your area write to Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.





# TAKE A LOOK INSIDE ...



**SONIC!**

THE GREAT ESCAPE PT 2!

**KNUCKLES!**

CONTINUING CHAOTIX!

**SPARKSTER!**

HERE COMES THE BRIDE!

**KID CHAMELEON!**

GHOSTLY GOING'S ON!



**KNUCKLES!**

**ON SALE SATURDAY, 8TH JULY 1995**  
**A SNIFF AT £1.15**

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to  
see as a STC strip in the future?

I THINK.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

- 1.....
- 2.....
- 3.....

HOW DO YOU RATE ISSUE 55  
OF **STC?**

%

